

ABSTRACT

5 A palpation simulator comprises an interface for interfacing a user with a
computer running a palpation simulation. The computer generates a graphical environment
comprising a cursor and a graphical representation of at least a portion of a living body. In one
version, a method comprises providing an object in communication with the computer,
controlling the cursor in relation to manipulation of at least a portion of the object by the user,
10 and outputting a haptic sensation to the user when the cursor interacts with a region within the
graphical representation to provide the user with haptic feedback related to a simulated
palpation of the region.